

# LED Creative Byte Profile Footprint v3.xlsx - 19CH Layout



Channel Number Multi	Channel Number Indiv	Function	Use	Ranges	DMX Value Decimal	Percent	Attribute Type	Default Value	Highlight Value	Snap	HOG4 Channel Number Assign During Patch MultiA/MultiB/Indiv	HOG4 Palette	HOG4 Function	HOG4 Value
1	1	Master Brightness	Overall Fixture Intensity Control	"Intensity" 0-100%	0-255	0-100%	Continuous	255	255	No	X/X.1/A	Intensity	Intensity	0-100%
2	2	Mode Select	Controls how layers interact with each other	"Mix" Layer 1 & 2 Mix	0-10	0-4%	Discrete	5	5	Yes	X/X.1/A	Beam	Control Mode	1
				"Layer 1 Priority" Layer 1 has priority on Layer 2 (Layer 1 on top)	11-20	5-8%								2
				"Layer 2 Priority" Layer 2 has priority on Layer 1 (Layer 2 on top)	21-30	9-12%								3
				Reserved	31-255	13-100%								
3	1	FX Layer Intensity	Intensity of layer 1	"Intensity" 0-100%	0-255	0-100%	Continuous	0	255	No	X.1/X.2/B	Intensity	Intensity	0-100%
4	2	FX Layer Red	Intensity of layer 1 Red	Red 0-100%	0-255	0-100%	Continuous	255	255	No	X.1/X.2/B	Intensity/CMY Colour	Red	0-100%
5	3	FX Layer Green	Intensity of layer 1 Green	Green 0-100%	0-255	0-100%	Continuous	255	255	No	X.1/X.2/B	Intensity/CMY Colour	Green	0-100%
6	4	FX Layer Blue	Intensity of layer 1 Blue	Blue 0-100%	0-255	0-100%	Continuous	255	255	No	X.1/X.2/B	Intensity/CMY Colour	Blue	0-100%
7	5	FX Select	Selection of prebuilt Effects	FX 1 - Running Steps	1	1	Discrete	1	1	Yes	X.1/X.2/B	Beam	Gobo	Slot 1
				FX 2 - Static Steps	6	3								Slot 2
				FX 3 - Running Noise	11	5								Slot 3
				FX 4 - Static Noise	16	7								Slot 4
				FX 5 - Paparazzi	21	9								Slot 5
				FX 6 - Linear Noise	26	11								Slot 6
				FX 7 - Falling Pennies	31	13								Slot 7
				FX 8 - Trailblazer	36	15								Slot 8
				FX 9 - Shooting Stars	41	17								Slot 9
				FX 10 - Lit Fuse	46	19								Slot 10
				FX 11 - Rainbow Steps	51	20								Slot 11
				FX 12 - Rainbow Static	56	22								Slot 12
				FX 13 - Red/Blue Steps	61	24								Slot 13
				FX 14 - Red/Green Steps	67	27								Slot 14
				FX 15 - Blue/Green Steps	72	29								Slot 15
				FX 16 - Cyan/Magenta Steps	77	31								Slot 16
				FX 17 - Cyan/Yellow Steps	82	33								Slot 17
				FX 18 - Magenta/Yellow Steps	87	35								Slot 18
				FX 19 - Red/Magenta Steps	92	37								Slot 19
				FX 20 - Red/Cyan Steps	97	39								Slot 20
				FX 21 - Red/Yellow Steps	102	40								Slot 21
				FX 22 - Green/Magenta Steps	107	42								Slot 22
				FX 23 - Green/Cyan Steps	112	44								Slot 23
				FX 24 - Green/Yellow Steps	117	46								Slot 24
				FX 25 - Blue/Magenta Steps	122	48								Slot 25
				FX 26 - Blue/Cyan Steps	127	50								Slot 26
				FX 27 - Blue/Yellow Steps	132	52								Slot 27
				FX 28 - White/Red Steps	137	54								Slot 28
				FX 29 - White/Green Steps	142	56								Slot 29
				FX 30 - White/Blue Steps	147	58								Slot 30
				FX 31 - White/Amber Steps	152	60								Slot 31
				FX 32 - Reserved	157	62								Slot 32
				FX 33 - White Headed Trailblazer	162	64								Slot 33
				FX 34 - Graphic EQ	167	66								Slot 34
				FX 35 - Colour Wipe Continuous	172	68								Slot 35
				FX 36 - Colour Wipe Nshot Hold	173	68								Slot 36
				FX 37 - Colour Wipe Nshot Off	175	69								Slot 37
				FX 38 - No FX	178	70								Open
				FX 39 - Reserved	181-199	71-78								
				FX 40 - Running Steps v1	200	79								Slot 40
				FX 39+ - Reserved	206-255	82-100								

# LED Creative Byte Profile Footprint v3.xlsx - 19CH Layout



Channel Number Multi	Channel Number Indiv	Function	Use	Ranges	DMX Value Decimal	Percent	Attribute Type	Default Value	Highlight Value	Snap	HOG4 Channel Number Assign During Patch MultiA/MultiB/Indiv	HOG4 Palette	HOG4 Function	HOG4 Value
8	6	FX Size	FX Modifier that controls size or density of effect And controls the amount of Fade on a Colour Wipe	"FX Size" 0-255 Pixels	0-255	0-100%	Continuous	20	50	No	X.1/X.2/B	Beam	Particle Size	0-100%
9	7	FX Copies	FX Modifier that controls copies of a linear effect Or The Number of Times an NShot Effect Runs	"FX Copies" 0-255 Copies	0-255	0-100%	Continuous	0	0	No	X.1/X.2/B	Beam	Particle Frequency	0-100Hz
10	8	Canvas Size	FX Modifier used to stretch the visible canvas OR Hold Times on an Nshot Effects	"Canvas Size" 1:1 - 8:1	0-255	0-100%	Continuous	0	0	No	X.1/X.2/B	Beam	Zoom	0-100%
11	9	FX Speed	FX Modifier that controls the speed of effects	"FX Speed" 0-255	0-255	0-100%	Continuous	0	125	No	X.1/X.2/B	Beam	Pattern Speed	0-100%
12	10	FX Fade Curve	FX Modifier used to give the effect a crossfade	No Curve	0	0%	Discrete	0	0	Yes	X.1/X.2/B	Beam	Beam FX	Slot 1
				Sine Wave	1-10	1-4%								Slot 2
				Smooth Fader	11-20	5-8%								Slot 3
				Reserved	21-255	9-100%								
13	11	FX Direction	FX Modifier used to change the direction of effects	Forward	0-10	0-4%	Discrete	0	0	Yes	X.1/X.2/B	N/A	Mode	Play Mode Forward
				Reverse	11-20	5-8%								Play Mode Reverse
				Centre out	21-30	9-12%								Play Mode Display Out
				Centre In	31-40	13-16%								Play Mode Display In
				Reserved	41-255	17-100%								
14	12	FX Offset 16 Bit Coarse	FX Modifier used to change the start position of an effect	Offset 0-100%	0-255	0-100%	Continuous	0	0	No	X.1/X.2/B	Beam	Macro Offset	0-100%
15	13	FX Offset 16 Bit Fine	FX Modifier used to change the start position of an effect	Offset 0-100%	0-255	0-100%	Continuous	0	0	No	X.1/X.2/B	Beam	Macro Offset	0-100%
16	1	Colour Layer Intensity	Intensity of colour background layer (Layer 3)	"Intensity" 0-100%	0-255	0-100%	Continuous	0	255	No	X.3/X.4/D	Intensity	Intensity	
17	2	Colour Layer Red	Intensity of colour Red in background layer (Layer 3)	Red 0-100%	0-255	0-100%	Continuous	255	255	No	X.3/X.4/D	Intensity/CMY Colour	Red	
18	3	Colour Layer Green	Intensity of colour Green in background layer (Layer 3)	Green 0-100%	0-255	0-100%	Continuous	255	255	No	X.3/X.4/D	Intensity/CMY Colour	Green	
19	4	Colour Layer Blue	Intensity of colour Blue in background layer (Layer 3)	Blue 0-100%	0-255	0-100%	Continuous	255	255	No	X.3/X.4/D	Intensity/CMY Colour	Blue	